

Didier Malenfant - President

Didier 'Dids' Malenfant is the President and co-founder of Ready At Dawn Studios®. He has worked professionally in the game industry for over a decade but his passion for cutting-edge programming dates way back from his early involvement with the European Amiga demo scene.

Before co-founding Ready At Dawn Studios®, Didier was also the fifth member of the Project Y team at Naughty Dog®, which eventually came to be known as Jak & Daxter: The Precursor Legacy®. He went on to write most of the tools used to produce this game and its sequel JakII®. He is also credited for his work on games like Crash Team Racing®, Wild9® and Heart of Darkness®. Ready At Dawn Studios®'s first title is the Sony PSP™ exclusive "Daxter®".

Didier has a Bachelor's Degree in Information Technology from Staffordshire University in the U.K and a "Brevet de Technicien Supérieur" in Electronics from the Gustave Eiffel School in Cachan, France. He has written for Game Developer magazine and given talks at the Game Developers' Conference.

A native of France, Didier has lived and worked in southern California since 1996.

Andrea Pessino - Technical Director

A twenty year veteran of the computer entertainment industry Andrea Pessino was previously a Senior Software Engineer with leading game developer Blizzard Entertainment®. He has authored core technologies for several published Blizzard blockbusters such as WarCraft III: Reign of Chaos®, its expansion WarCraft III: The Frozen Throne®, and has contributed technology for Blizzard's MMORPG World of WarCraft®.

Before Blizzard, Andrea was a Senior Software Scientist with MetaCreations Corp.®, where he co-authored a number of best-selling graphics applications, including: Kai's Power Tools®, KPT Convolver®, Kai's Photo Soap®, Kai's Photo Show®, Bryce® and Kai's Power Goo®, for which he received numerous industry accolades, including the 1996 PC Magazine "Graphics Software of the Year" award.

A classically trained musician, Andrea has degrees in composition, harmony and music theory, and he is an accomplished pianist. He continues to this day to compose for the concert hall. His works have been performed by various ensembles and orchestras around the world. His orchestration work on the cinematics for Blizzard's Diablo II® earned him the 2001 IGDA Game Developers Choice Award for "Excellence in Audio."

A native of Italy, Andrea has lived and worked in California since 1990.

Ru Weerasuriya - Art Director

With 9 years of experience in the entertainment industry, Ru Weerasuriya is the Art Director and Co-Founder of Ready at Dawn Studios. Formerly a Senior Artist with industry-renowned developer Blizzard Entertainment™, he initially worked on Starcraft: Brood War™ and then contributed to the blockbuster Warcraft III: Reign of Chaos™ and its equally acclaimed expansion, Warcraft III: The Frozen Throne™, his distinctive visual style influencing the direction of both game and cinematic art.

Assuming the role of Concept, Storyboard and Matte Artist, he helped the Blizzard™ Film Department win, among numerous other accolades, the 2003 International 3D Award and the 2003 Glow Award for Best Cinematics, and a place in the coveted Electronic Theater at Siggraph 2003. Ru then led the Cinematic Art Direction for Starcraft: Ghost™ and World of Warcraft™. His work has been published in several books and magazines, including The Art of Warcraft™, Dungeons&Dragons™ Warcraft™ Game and its supplemental Monster Manual™.

Prior to working for Blizzard, Ru studied at the Art Center College of Design in both Switzerland and Pasadena. Graduating in 1997 with a Bachelor of Science in Transportation Design, he further developed his skills working as a freelance illustrator.

A native of Sri Lanka, having grown up in Switzerland, Ru has lived and worked in Southern California since 1996.